FANTASY CARD GAME

MONSTER MAKER 2

DRAGON BUSTER

RULEBOOK

1. WHAT KIND OF GAME IS IT?

Once upon a time, in a land...

A golden mirror, golden wings, and an extremely evil dragon suddenly appeared. The king sent his army to slay the dragon, but the army was defeated. The king, in his desperation, has asked you, a skilled adventurers, to save his country and slay the dragon...

In Monster Maker 2, the same adventurers who helped you explore dungeons in the previous game will now help you slay dragons. You become one of these adventurers and gather companions to help you in your quest. However, you need money to garner followers and equipment. To do so, you must hunt dangerous monsters and collect their treasures. In some cases, even if money is collected, it may not be possible to gather companions. In such cases, you can trade, buy and sell, or sometimes even take by force from other adventurers (players) in the tavern.

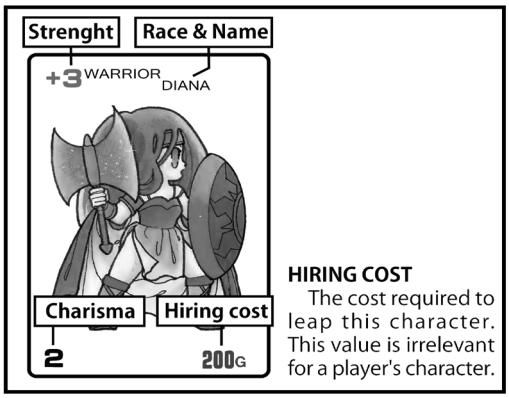
Once you have amassed enough power, it is time to ride into the dragon's lair and begin the final battle. Will you be able to defeat the dragon?

2. TYPES OF CARDS

There are two main types of cards:[Dragon Cards] and [Monster Maker Cards] (simply refered to as "cards" from now on).
There are several types of (MM) cards.

[CHARACTER CARDS]

These cards represent the adventurers of this world. There are five informations listed on each cards: Strength, Name, Race, Charisma, and Hiring Cost.



HIRING COST
The cost required to leap this character. This value is irrelevant for a player's character.

[MONSTER CARDS]

Monster cards represent the monsters of this world. Each card has a strength, a name and a treasure.

[Weapon Cards]
Represent the weapons available to the player.

[Spell Cards]
Represent the spells available to the player.

[Open Cards]
A card with the word "Open" or "Auction" written on it.

[Event Cards]
There are four types of Event Cards: Settlement Cards, Romance Cards, Thief Cards, and Settlement Cards.

3. GAME PREPARATION

Shuffle the Dragon Cards and put them in the center of the table. They won't be used until someone fight the dragon.

Take all the the Character Cards, shuffle them, and deal one to each player. This becomes his player character.

Shuffle the remaining Character Cards with the rest of the Monster Maker deck.Deal a hand to each player: dwarf = 6 cards, fighter or mage = 5 cards, elf = 4 cards.

If you are dealt any open cards, return those to the deck and draw replacements until you get no open cards.

The game can be played up to 5 players but 4 is the recommended number.

4. HOW TO PLAY

Choose a starting player randomly. Play proceeds clockwise.

On your turn, first draw a card from the deck. If you draw an open card, follow its instructions, and end your turn.

Your hand size is limited by your initial deal. (Dwarf = 6, fighter/mage = 5, elf = 4) If you have more cards than that, you must either play or discard a card. You may not discard Character or Monster Cards.

If you draw a card which is not an open card, you may execute one of the following actions:

① Play a monster card face down onto the center of the table (the card pool).
② Play a character card face up into the card pool.
③ Fight a monster in the card pool.
④ Hire a character from the card pool.
⑤ Play an event card against another player.

[Card Pool]

There may only be at most 12 cards at any time in the card pool, including both monsters and characters. If there are already 12 cards in the card pool, you may not add more cards to it.

Should a case arise where your entire hand consists of Character and Monster Cards, with aleady 12 cards in the card pool, you may discard a Character or Monster Card as an exception.

[Fight a monster]

On your turn, you may fight a monster in the card pool. You may not fight another player unless you play a "duel" card, or the "pub" card (an open card) is drawn.

Use Weapon or Spell Cards to fight monsters. A dwarf or a fighter make use of Weapon Cards. A mage, Spell Cards. An elf may play both.

Play a card on top of the monster you wish to fight. You then turn the monster card face up (if it's not already). If the strength of the played card plus the strength of your player character is greater than or equal to the strength of the monster, you defeat it. On the other hand, if your stength is lower, you are defeated by the monster. The played Weapon or Spell cards are discarded (in both cases).

If you defeat the monster, you get its treasure. Take the monster card, turn it upside down, and place it besides your character.

If you are defeated, you lose a treasure to it. Choose one of your treasures and place it under the Monster Card. Any player who defeat this monster later will also get that treasure. If you do not own any treasures, you lose nothing.

[Hire a character]

On your turn, you may hire a character. You discard treasures with enough value to hire the character. The hired character becomes an ally under your possession.

If your player character's charisma is higher than that of the character you wish to hire, you need only half the hiring cost (rounded up) to hire the character.

If you have fighters, dwarves, or elves as your allies, their strengths are added to the strength of any weapon card you play. Similarly, if you have mages or elves as your allies, their strengths are added to the strength of any spell card you play.

5. SPECIAL CARDS

[Pub]

When the "Pub" open card is drawn, the game is paused, and players may freely trade their cards of any types. Each player may also challenge another player of their choice in a duel.

In a duel, an attacker play a Weapon or Spell Card (as when fighting a monster) face down.

The defender also plays one card. (If they have none, they play nothing.) Add the strength of the cards to the strength of the players' characters.

If the attacker's strength is greater than or equal to the defender's stength, the attack is successful and the attacker gets any card (including an ally) from the defender.If the attacker loses, they suffers no penalty.

In a duel, you may not add the strength of your allies.

The pub actions start with the player who has drawn the card.

[Auction]

If an "auction" open card is drawn, the game is paused and an auction begins. Beginning with the player who has drawn the card, players can bid on cards. The player with the highest bid wins the card and take it into their possession. If no one has treasure cards for payment, or if several players bid the same value, the player who discard the most cards from their hand wins the auction. A player who has [Black Mage] in their possession may play Spell Cards even if they belongs to a race which cannot use Spell Cards. A player who has [Martial Arts Master] in their possession may play Weapon Cards even if they belongs to a race which cannot use weapon cards. A player who has [Prophet] in their possession may peek at the top two Dragon Cards in the deck. The Prophet remains in their possession; if later the card is sold to or robbed by another player, the new owner may also peek at the Dragon Cards. When the Dragon Cards are reshuffled, the owner of the [Prophet] card may peek again.

[Trap]

The player who draws this card must immediately reveal their hand and discard 3 cards. If they discard a Thief card, that's all they loses and they don't need to discard more.

[Frenzy]

The player who draws this card immedately reveals it. They choose a monster (face up or face down) in the card pool. The monster goes berserk and attacks all players in order, starting from the lower seat (left-hand) player of the player who drew the card. The battle is resolved entirely the same as a normal battle against a monster, with the same consequences. The monster stops attacking when it is defeated or when it has attacked every player once.

[Thief]

Throw two dice. If you roll less than or equal to the number specifed on the card, you can steal a treasure (not an ally) from another player. You use this card on your turn.

[Romance]

Use this card against an opponent's Companion Card, of the opposite sex as your player character. Throw two dice. If you roll less than or equal to the number specified on the card plus your charisma, you earn the companion. A dwarf player may not use this card. Use this card on your turn.

[Spells and Weapons]

Some spells and weapons can be used as money. You can use these cards as money even if you belong to a race which cannot use them to attack.

[Medusa's Head and Death Bringer]

A player who defeat the Medusa or the Dark Knight gets a treasure which can be used as a spell or a weapon respectively. The strength is as indicated on the card. It can only be used once, after which it is discarded.

[Duel and Truce]

Normally, you can't attack another player. But you can do so by playing a Duel card. The target player may avoid the duel by playing a Truce card. Otherwise, the fight is resolved as described under the "Pub" rules. The Truce card can also be used to avoid a duel in the pub.

[Bard]

By playing this card, you can hire a character in the card pool free of charge.

6. FIGHTING THE DRAGON

At the end of your turn, you may declare that you are fighting the dragon on your next turn.

When your turn comes again, you don't draw a card from the deck, but instead fight the final battle according to the following procedure.

You play a (weapon or spell) card and add your own and your companions' strength. Then throw two dice and add the result. Reveal the top dragon card and compare the numbers. If your number is greater than or equal to that on the dragon card, you have wounded the dragon. (The 6 dragon cards in the deck represents the same one dragon.)

If you wound the dragon, the dragon card is set aside in the wound pile.

A dice roll of 2 is an automatic defeat. A dice roll of 12 is an automatic victory. As long as you win, you can keep attacking the dragon repeatedly in a same turn. When the dragon is wounded a total of 3 times (among all the players), it is slain. The player who deals the final killing blow is the winner.

If you are defeated by the dragon, you have to discard all the cards in your hand, and your turn ends. The dragon cards (except those in the wound pile) are reshuffled. The defeated player may challenge the dragon again on another turn.

When the deck is exhausted and the dragon still has not been slain, the players use the cards in their hands to fight the dragon. The players attack in order, starting from the lower seat of the player who has drawn the last card.

If the dragon is not slain at the end, all the player lose.

[Note]

The character cards and monster cards in your hand cannot be used as allies and treasures. Only those cards in your possession can be used.
Cards on your possession do not count against your hand capacity.

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